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1 North Parade, Manchester M3 2NH.
Tel: 061-835 1358

5 013696 000327

U.K. £9.95 CASS

Knight Games 2
Space Trilogy

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# KNIGHT GAMES 2
## SPACE TRILOGY

## Commodore C64/128

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# KNIGHT GAMES 2: SPACE TRILOGY

### by Jon Williams

Knight Games 2: Space Trilogy, where Knights still have fights, but in the year 3002, the nature of combat is slightly different to that of mediaeval England. In this first sequel to the original Knight Games, you are a battlesported warrior into the future, where combat robots replace the battlesported Knights. And laser beams and arrows! But the aim is always the same, to be the winner in The Final Tournament and avoid the humiliation of defeat and possible death!

Knight Games 2 offers 3 distinctly different combat games:

1) COMBAT ROBOT
2) IN ORBIT
3) THE FINAL TOURNAMENT

Each game may be loaded separately. Games 2 and 3 require Access/bypass codes obtained during gameplay which permit entry to the next game. Once you have obtained the Access Codes, you may load games 2 and 3 at will.

Once you have obtained the codes, enter them here for future reference:

GAME 2:

GAME 3:

## TITLE SCREEN

Displays high scores for the three main game sections. The best are displayed during Games 1 and 2, also save your own. Pressing RETURN or the Joystick Button begins play. Press F1 to load another game section from tape or disk.

## STATUS SCREENS: GAMES 1 and 2:

Five meters on display:

SHIELD
DAMAGE
LIFE SUPPORT
ENERGY
RESERVE BANK
STATUS LEVELS

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## USE THE SPACEBAR TO DETONATE THE SMART BOMB

Shoot at the aliens, and push the joystick forward to jump and dodge. Don't shoot the provisions moving across the foreground; you'll lose energy!

## GAME 3: THE FINAL TOURNAMENT

Reaching your destination, you contest 3 events against either Player 2 or the Computer.

### SCORING PANEL

Player 1 is Red, and you must avoid being hit. Hits reduce your strength, and shields will be lost. You will lose the game when all your shields are gone, but you can collect a win bonus if you defeat your opponent before the time runs out.

## GAMEPLAY

You play the 3 events in succession, your aim, to obtain the highest score. The events are: JET JOUSTING, LIGHT SABRES, PHOTON CHAINS.

*Joystick operation:* Use the button and the joystick to start an attack sequence. Without the button, the Player moves in the chosen direction. In JET JOUSTING, the joystick allows a swivel movement in LIGHT SABRES and PHOTON CHAINS, the joystick allows a selection of different moves.

Check the status screen for hints on gameplay!

## ON THE TITLE SCREEN

Press RETURN or FIRE to start the game
F1    Load new game section from tape/disk

## KEYBOARD OPERATION

### STATUS SCREEN: GAMES 1 and 2
F1    Enter energy transfer mode - use joystick as directed
F3    Terminate current game
F5    Long range scanner
F7    Start game

### STATUS SCREEN: GAME 3
F1    Select opponent
F3    Terminates current game
F5    Long Range Scanner
F7    Start game

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During gameplay, the reserve bank energy is filled depending on the items destroyed whereas the three status levels may be reduced by explosions etc, etc. The game ends when any of the 3 status levels falls to zero. After completing a screen, hit F1 to enter the transfer mode so that energy can be transferred to the main energy metal and once this reserve is at maximum you are presented with your Access/bypass Code. To obtain a better Access Code, attempt to fill the energy meter again.

## STATUS SCREEN: GAME 3

In Game 3 you do not need to update the status levels at the end of a game screen.

## GAME 1: COMBAT ROBOT

Control Robby the Robot, collect stranded aliens and Robo-Knights and take them back to your launchpad. There are three planet landscapes to travel through.

### SCORING PANEL
T:     Time left
ROBS:  Lives left
LEFT:  Aliens left to collect

D:    Damage
L:    Life support
S:    Shield

GREEN POINTER:        Indicates alien proximity
RED POINTER:          Indicates direction of mine
METER AT BOTTOM LEFT: Remote Shield level

## GAMEPLAY

To retrieve an alien or Robo-Knight, hover above it and make contact; 4 bleep noises will make the alien disappear, and you must return to the launch pad to deposit it.

## GAME 2: IN ORBIT

IN ORBIT whilst taking on supplies, you must fight off enemy attacks from 3 different sources.

### SCORING PANEL:
Smart Bomb Indicator: Indicates the number of Smart Bombs remaining.

## GAMEPLAY

**FORWARD SCANNER**
Use your remote fighter to blast everything in sight. The Smart Bomb reserve is at maximum when you start.

**REAR VIEW SCANNER**
Launch torpedoes into the distance and use your smart bomb.
LOADING BAY